

JOB SHEET 2-4-59
ARCHIVING/LOADING REQUESTED BACKGROUND MAPS
FROM NON-ASSOCIATED RPGs

INTRODUCTION

When products are requested from Non-Associated RPGs, the user has the option to request background maps from that site. The process of receiving these maps is time consuming, on the order of several minutes. Once received, these maps are over-written, just like any other product, once the database is full. Therefore, it may be desirable to archive these maps to an Optical Disk and re-read them back to the database whenever over-written.

With the option of saving 21 Auxiliary Map files (JS2-4-60) this procedure may not be as important. These 21 Auxiliary Map files contain entire map files instead of the few maps which come with a Request Maps option. However if the Optical Disk, containing these 21 Auxiliary Map files, is misplaced or becomes corrupt you may need to fall back on this procedure.

OBJECTIVE

Using the PUP Application Terminal and Graphic Tablet, you will request maps from a Non-Associated RPG, archive these maps to the Optical Disk and read them back to the database.

REFERENCES

NWS EHB 6-531-1, USERS GUIDE: PUP/RPGOP, Sections 10.2.5 and 10.2.13

PROCEDURE

1. At the Applications Terminal or Graphic Tablet, request a Base Reflectivity product and **BACKGROUND MAPS** from a Non-Associated RPG.
 - Remember, it takes several minutes for the product and the set of maps to arrive. The background maps you receive are determined by the site and the FMH-11. Your only choice is to receive or not receive these maps. (If need be, refer to JS2-3-72 for assistance with One-Time requests from a Non-Associated RPG)

APPENDING BACKGROUND MAPS TO THE OPTICAL DISK

2. Once the product arrives, from the Main Menu, type **A** and press **RETURN**.
 - The Archive Menu Displays.
3. From the Archive Menu, type **A.R.<rpg>** and press **RETURN**.
 - Where **<rpg>** is the 4-letter identifier of the Non-Associated RPG.
 - This command (**A**)ppends the (**R**)eceived background maps to the optical disk.
 - The message **ARCHIVE UNIT 1 WRITE DONE** displays on the feedback line when the maps are written to the Optical Disk.

NOTE - It is useful to have one optical disk containing only background maps from Non-Associated RPGs. It may also be useful to load the background maps on each newly inserted optical disk to make them readily accessible in a critical situation. This is a matter of station policy.

READING BACKGROUND MAPS FROM THE OPTICAL DISK

4. From the Main Menu, type **A** and press **RETURN**.
 - Once again, the Archive Menu appears.
5. At the Archive Menu, type **R.R.<rpg>** and press **RETURN**.
 - In this case, **<rpg>** is the same as in step 3.
 - This command (**R**)eads the (**R**)eceived **<rpg>** background maps from the Optical Disk into the PUP database. When the task is complete, **ARCHIVE UNIT 1 READ DONE** appears on the feedback line.
6. At the Graphic Tablet or Applications Terminal request a product from the same Non-Associated RPG **but without the background maps**.
 - When the product arrives, it will automatically display with the designated background maps.

NOTE - The maps received via a request are designated at the UCP of the site you are calling. These maps are designated with agency and URC input. The PUP operator may only choose whether or not to receive these maps. Just as with maps from your Associated RPG, the Non-Associated maps will not display automatically unless so designated on the Adaptation Data screen for Map Backgrounds (see JS2-4-42). They may however be manually selected from the background map section of the graphic tablet.

******CAUTION******

At present, maps read from the optical disk may cause the RAMTEK to hang the graphic screens, especially when magnified. Since there is no way to delete contaminated maps, the operator can fix the problem by re-requesting the maps from the site in question. The requested maps over-write the corrupted maps. Another, more drastic option, would be to clear the PUP data base and re-request the maps.

END